

CLAIMS

1 1. A method for eliminating redundancy among multiple execution sequences
2 during workload simulation of an e-business application, the method comprising:
3 creating a workload reference object comprising a plurality of reference
4 command objects;
5 copying selected ones of said reference command objects in response to a work
6 request to process a workload; and
7 assembling said copied referenced command objects to create said workload in
8 response to said work request.

1 2. The method according to claim 1, wherein said creating step further comprises
2 parsing workload configuration data stored in a workload configuration file to create a
3 master workload.

1 3. The method according to claim 2, further comprising executing said assembled
2 command objects.

1 4. The method according to claim 3, further comprising:
2 modifying said workload configuration data in response to a request to add a
3 new command;
4 creating said workload reference object using said modified workload

configuration data; and

assembling said created workload reference object to create a workload executable.

5. A method for eliminating redundancy among multiple execution sequences during workload simulation on an e-business application server, the method comprising:

creating a command pattern for commands that recur in the execution sequences;

building a reference workload using said created command pattern;

copying commands in said reference workload in response to a work request;

and

executing said copied commands.

6. A method for eliminating redundancy among multiple execution sequences during workload simulation on an e-business application server, the method comprising:

instantiating an invoker object, said invoker object instantiating a plurality of command objects, said commands objects for executing specific commands;

assembling said command objects to create a workload executable; and

executing said workload executable.

7. A system for eliminating redundancy among multiple execution sequences

2 during workload simulation on a e-business application server, comprising:
3 an executable workload object;
4 an invoker object for manipulating said executable workload object, said invoker
5 instantiating and assembling command objects to create said executable workload
6 object; and
7 a master workload object having rules for instantiating and assembling said
8 command objects.

8. A machine readable storage having stored thereon, a computer program having
a plurality of code sections, said code sections executable by a machine for causing the
machine to perform the steps of:

creating a workload reference object comprising a plurality of reference
command objects for eliminating redundancy among multiple execution sequences
during workload simulation on an e-business application;

copying selected ones of said reference command objects in response to a work
request to process a workload; and

assembling said copied referenced command objects to create said workload in
response to said work request.

9. The machine readable storage according to claim 8, wherein said creating step
further comprises parsing workload configuration data stored in a workload

3 configuration file to create a master workload.

1 10. The machine readable storage according to claim 9, further comprising executing
2 said assembled command objects.

1 11. The machine readable storage according to claim 10, further comprising:
2 modifying said workload configuration data in response to a request to add a
3 new command;
4 creating said workload reference object using said modified workload
5 configuration data; and
6 assembling said created workload reference object to create a workload
7 executable.

1 12. A machine readable storage having stored thereon, a computer program having
2 a plurality of code sections, said code sections executable by a machine for causing the
3 machine to perform the steps of:

4 creating a command pattern for commands that recur in the execution
5 sequences, said creating step for eliminating redundancy among multiple execution
6 sequences during workload simulation on an e-business application server;
7 building a reference workload using said created command pattern;
8 copying commands in said reference workload in response to a work request;

9 and

10 executing said copied commands.

1 13. A machine readable storage having stored thereon, a computer program having
2 a plurality of code sections, said code sections executable by a machine for causing the
3 machine to perform the steps of:

4 instantiating an invoker object, said invoker object instantiating a plurality of
5 command objects, said commands objects for executing specific commands; said
6 instantiating step for eliminating redundancy among multiple execution sequences
7 during workload simulation on an e-business application server;

8 assembling said command objects to create a workload executable; and
9 executing said workload executable.